

2011 – C.S.A.A. 4TH GRADE & UNDER GIRLS SPECIAL FAST-PITCH SOFTBALL RULES

FOR MACHINE PITCH SOFTBALL LEAGUES

RULES ARE THE SAME AS THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS, EXCEPT FOR THE FOLLOWING SPECIAL RULES:

(Training tapes are available at the CSAA Office)

GENERAL RULES

1. **STARTING DATE FOR PRACTICE:** March 1st. No try-outs or practices may start before this date.
2. **ELIGIBILITY:** If a girl reaches her 11th birthday before August 1, 2010, or is in the 4th grade or over, she will be ineligible for 4th grade division athletics.
3. **ROSTERS MUST BE IN THE C.S.A.A. OFFICE BY TUESDAY, APRIL 12TH** (not in the mail).
FAILURE TO DO SO WILL RESULT IN FORFEITURE OF ALL GAMES UNTIL ROSTER IS RECEIVED. Contracts are due before a player may play. If a girl has already signed a contract for a previous sport, she does not need to sign another contract. The roster is your official eligibility for your team and must be kept updated. **FAX NUMBER - 459-8420.** Players may be added to the roster at anytime during the regular scheduled league games only. Additions must be made in writing with all the pertinent information asked for on the roster. Additions will not be accepted over the phone. A player must also have a contract on file before a player may play.
4. Where a school has two or more 4th grade teams, players must remain on the team's roster which they were placed in the beginning of the season. EXCEPTION: A girl(s) in the 4th grade division may also play for one 6th grade team. (4th graders cannot play on an 8th grade team.) However, practice time is limited to the total amount allowed for their grade division. (SEE PAGE 2 FOR PRACTICE TIMES.)
5. **UNIFORMS/EQUIPMENT:** The C.S.A.A. is a uniformed league. All players MUST be numbered with 6" numbers on back of the jerseys. (Also, see Rule 3-2-7 (a & b), page 30, regarding undergarments.) We will NOT use the PART of the rule that caps and visors must be the same for each team member who wears one (Rule 3-2-5).

NO METAL CLEATS.

APPROVED BATS: Bats must meet the requirements as specified in the rulebook, Rule 1-5, Page 11, and **MUST** have the **PERMANENT 2004 ASA BAT PERFORMANCE STANDARD CERTIFICATION** (Rule 1-5-1d). (See list of non-approved bats attached.)

MANDATORY EQUIPMENT: **CATCHERS** MUST wear a **helmet and facemask combination that meets the NOCSAE standard (with permanently affixed seal)**, with a throat protector and full ear protection (dual earflaps), full catcher's gear, including body protector, **CUP** and shin guards.

BATTING HELMETS WITH FACEMASK/GUARD AND CHIN STRAPS WITH THE NOCSAE STAMP PERMANENTLY AFFIXED AND LEGIBLE EXTERIOR WARNING LABEL MUST BE WORN by the batter, on-deck batter, all base runners, **RETIRED RUNNERS** (must be in the dug-out before removing helmet), players/students in the coaches boxes AND **NON-ADULT BAT/BALL SHAGGERS** (see Rule 1-6-3, page 13).

(Non-adults warming up the pitcher while catcher is getting her gear on must wear the helmet/face mask, Rule 1-7-3, page 14.)

PENALTY for not having approved helmets with chinstraps and faceguards is **FORFEITURE OF GAME**. It is recommended that you have helmets in several different sizes so that they fit the players. **AGAIN, ALL BATTING HELMETS MUST HAVE PERMANENTLY AFFIXED NOCSAE STAMP AND EXTERIOR WARNING LABEL.**

WE USE THE PENALTY FOR VIOLATION OF THE NO JEWELRY RULE (3-2-12, page 31).

BODY MARKINGS: Face painting, temporary tattoos or body painting of any kind, including paint in the hair is **not allowed**.

6. **SCOREKEEPERS AND SCOREBOOKS** are provided by the host field.
7. **STARTING LINE-UPS** are to be turned in to the OFFICIAL SCOREKEEPER before game time. **YOUR ELIGIBLE SUBSTITUTES MUST BE LISTED ON YOUR LINE-UP SHEET.**
8. **STARTING TIME** of the game must be announced at the beginning of each game by the scorekeeper or umpire and entered into the scorebook. Scorekeepers will need to keep close watch of the time towards the end of the games.
9. There is a ten (10) minute forfeit time from the scheduled starting time on ALL GAMES.

10. **GROUND RULES:** Ground rules at the site of current game shall prevail. These ground rules **MUST** be reviewed before each game.
11. **ALL LEAGUE GAMES MUST BE PLAYED ON DIRT OR GRASS FIELDS.** This rule can be waived due to special reasons, i.e., making up rainout games, etc.
12. **DISQUALIFICATIONS:** If a player OR coach is disqualified from a game, **THAT COACH/PLAYER WILL BE AUTOMATICALLY SUSPENDED FOR ONE GAME.** Coaches **MUST** call the C.S.A.A. office to have themselves, their assistants and/or players possibly reinstated by the C.S.A.A. office before they may play or coach. *Disqualifications MUST be reported to the C.S.A.A. office by the field manager.* **WHEN A COACH IS EJECTED FROM A GAME, HE/SHE MUST LEAVE THE IMMEDIATE AREA, FAR ENOUGH AWAY TO BE OUT OF SIGHT AND NOT HAVE ANY COMMUNICATION WITH ANYONE AT THE FIELD.**
13. **NO PROTESTS:** If there is a difference of opinion, you must bring it to the attention of the umpire and field manager at the time and it must be resolved in a reasonable amount of time. Always have your rulebook and rules sheet with you.
14. **FORFEITS:** If a team finds that it cannot make a scheduled game (whether it is a rescheduled game by the field manager or a game listed on the published schedule) 48 hours notice must be given to both the field manager and the C.S.A.A. Failure to do so will result in the team being charged a forfeiture fee of **\$100.00**. Please refer to the C.S.A.A. Handbook, page 22, Article #31 (b) for details.
15. **NO TOURNAMENTS FOR 4TH GRADE DIVISION - INVITATIONAL OR POST-SEASON.**

REGARDING FIELD TRIPS - THERE IS NO GUARANTEE THAT ANY LEAGUE GAMES CAN BE SCHEDULED AROUND THEM BECAUSE OF THE LARGE AMOUNT OF OUT-OF-TOWN TRIPS TAKEN DURING THIS TIME. **IT IS THE RESPONSIBILITY OF THE COACHES TO CONTACT THE FIELD/LEAGUE MANAGERS IF YOUR SCHOOL'S FIELD TRIP INTERFERES WITH ANY LEAGUE GAMES.** Coaches must give plenty of notice to the field/league managers so they can schedule make-up games or reschedule league games around them. **YOU MUST COOPERATE WITH THE FIELD MANAGERS TO THE FULLEST WHEN MAKE-UPS ARE SCHEDULED.** IT IS **IMPERATIVE** THAT YOU PLAY MAKE-UPS WHEN THE FIELD MANAGER HAS THE TIME AVAILABLE - **NOT WHEN IT IS MOST CONVENIENT FOR YOU.**

PRACTICE TIMES:

1. Practice will be limited to 2 days a week, including chalk talks, etc. (No exceptions if playing on a 6th grade team.)
2. Practices will not exceed 1 ½ hours, including chalk talks, etc. (No exceptions if playing on a 6th grade team.)

SPECIAL RULES FOR THE 3RD & 4TH GRADE DIVISIONS

1. **FIRST TEAM LISTED ON SCHEDULE IS HOME TEAM.** HOME TEAM FURNISHES A NEW BALL. VISITING TEAM A GOOD USED BALL.
2. **BASE DISTANCE: 60 FEET.**
3. Field must be marked according to the Rulebook for fast-pitch - the circle for the pitcher and the 3 ft. line along first base. See Rulebook for particulars.
4. **OFFICIAL BALL** will be an optic yellow, 11 inch ball with a **COR of 44 (max)** and Compression of 375 lbs. The balls must have the COR and Compression labeled on them.
5. Game shall consist of one hour and 15 minutes; however, if the time limit expires during an inning, that inning will be completed (unless the home team is ahead after the visiting half). If a game is tied at the end of the hour and 15 minute time limit the game remains a tie.
NO NEW INNING WILL BEGIN WITH LESS THAN FIVE MINUTES OF TIME REMAINING.
6. **A limit of 6 runs scored per inning will be allowed.** Once there have been 6 runs scored that half of the inning is over.
7. You must start the game with ten players. Ten (10) players will be on the field on defense. On offense, all players will be in the batting order. If a player is listed in the batting order and is absent, gets injured or leaves, that player's time at bat will be an automatic out. On defense, starters and substitutes must play every other inning. A team may finish with 9 players in case of injury, illness, ejection or another C.S.A.A. event.
8. Batter may not run on a ball dropped or missed by the catcher on a third strike.
9. **NO STEALING WILL BE ALLOWED.**
10. **SLIDING:** Sliding will be allowed for each division. **PLEASE USE DISCRETION** in teaching them how to slide and when to slide properly, to prevent serious injury from sliding improperly.
WHEN THERE IS A PLAY AT HOME PLATE, THE RUNNER MUST SLIDE. PENALTY - runner is called out.

11. **APPEALS: RULE 2-1, PAGES 14-16.**
12. **ON-DECK BATTERS MUST USE WARM-UP CIRCLE BEHIND THE BATTER.**
13. **COURTESY RUNNER RULE WILL BE FOR CATCHERS ONLY** in the C.S.A.A. **The courtesy runner will be the last batter/runner to make an out prior to the catcher's turn at bat.**
14. A game is considered a completed game (for purposes of being called for darkness, rain, etc.) if the game has gone one hour or more, no matter what inning it is in.
SUSPENDED GAME: If a game is called before the game has not gone one hour or more of the time limit as stated above, the game is declared a SUSPENDED GAME and shall be continued from point of suspension at a later time and shall be continued from point of suspension at a later date, with the remaining time until the time limit expires.
15. **WHEN THERE IS LIGHTNING/THUNDER, PLAYERS MUST BE REMOVED FROM THE FIELD TO AN APPROPRIATE SHELTER. 30-MINUTE RULE: ONCE PLAY HAS BEEN SUSPENDED, WAIT AT LEAST 30 MINUTES AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD PRIOR TO RESUMING PLAY.**

SPECIAL RULES FOR MACHINE PITCH SOFTBALL LEAGUES

The following rules are to be used along with the above special rules (except for pitching and batting) and the National Federation of State High Schools Rulebook:

1. Pitching speed for the machine will be set at **39 mph**.
2. The coach of the team at bat will feed the machine.
3. The batter will receive 6 pitches.
 - a) If no action, the batter is out.
 - b) 3 missed swings, batter is out.
 - c) NO BUNTING.
 - d) On foul tips, on the sixth pitch, the batter will get another pitch.
 - e) No walks.
 - f) If a batted ball hits the pitching machine **or the coach interferes**, it will be considered a single and the batter is awarded 1st base, and all runners will advance one base.
 - g) If a batter is hit with a ball, no base will be awarded.
4. Infield fly rule is not in effect. The ball remains "alive" with all runners in jeopardy of being put out or advancing.
5. **Per batter, per inning, one base will be allowed on any type of over-throw.**
6. **NO STEALING WILL BE ALLOWED.**
7. Runners MUST slide into home on a play at the plate.
8. There will be one umpire.

POINTS OF EMPHASIS:

Batting helmets - **it would be best to have at least 6 batting helmets per team.** If your team is sharing helmets with your other teams at your parish/school, you need to make sure you have enough to cover your team, or you will not be allowed to play.

Sliding - it is very important that you teach the players how and when to slide correctly. Also, **it would help to understand when it is appropriate to slide into home - that is when the ball is thrown directly to the catcher, not just being thrown to the infield.** **Your catcher also should be taught to not stand on the plate when play is not directed her way.**

If you have any comments or suggestions on machine-pitch rules, please direct them to our **SOFTBALL DIRECTOR, Ricky Russ, 969-8833**, or by contacting the CSAA, in writing, by e-mail: csaa@aol.com, fax: 459-8420, or by mail: 1939 Goldsmith Lane, Suite 214, Louisville, KY 40218, or the members of the coaching board, listed on back of your schedule.